MIDDARA

BOUNTY PACK

BLIGHTED TERROR

DIFFICULTY:

REWARD OFFERED

Intro: The Blighted Terror

Simon pressed himself against the wall of the alley. His chest was pounding and his breath came in muted gasps as he stared at the carnage. He couldn't tear his gaze from it. Blood ran freely down the street. An arm lay on the cobblestones, the rest of the body in tattered ribbons of meat and organs. He couldn't make sense of the scene. His mind refused to comprehend it.

Above the body, a blighted guardian crouched, feeding messily on its kill. It ripped and tore at the corpse. Gore trailed from the corners of its mouth as it suddenly looked up. Simon was sure that it saw him. He was certain that he would be next. He could feel a whimper welling up in his throat and fought hard to force it back down. His whole body was a rictus of fear. If the monster decided to come for him, he would be an easy target.

It was bigger than any blighted guardian that he had ever seen. Covered head to toe in exposed, ropey muscle, Simon could see each powerful movement it made in detail. It rippled in the dimness of the evening. Something else about the monster was off. It seemed… almost intelligent. Rather than attracting more attention like a normal blighted guardian might, it stayed quiet as it tended to its kill.

Simon continued to stare as the blighted guardian feasted. Soon, however, the meal was interrupted. Someone came out of the nearby inn, the same inn that Simon himself had left what now seemed like a lifetime ago. It was Piper. Oh God, why Piper? He couldn't stand the thought of her being torn apart, screaming in agony as the monster devoured her. Piper saw the scene and let out a shriek of fear. Something inside of Simon snapped as the horrific creature turned its attention to Piper.

"No! Run!" He called out to her. He couldn't let her become a victim of this blighted terror.

Piper, however, stumbled backwards, falling as she did. Simon broke out of his stupor and dashed to her. She grabbed his hand, and they ran. They tore through the streets, not looking back, not looking at anything. All they saw was the image of the horror they had witnessed burned into their minds.

This can't be real, Simon told himself. It's all a nightmare. I'll wake up and everything will be fine. He knew it was a lie. All he could do now was to keep running. His chest burned and his head felt light. He didn't know where he was going anymore. Piper was ahead of him now, and he followed without question. Hopefully she knew where they were headed.

Suddenly, Simon felt his world tip on end. His foot caught on a cobblestone and he fell hard, smashing his face into the ground. He could see Piper hesitate for a moment through his blurred vision, then turn and continue running. A small smile worked its way onto his face.

Good, He thought. Get out of here. Be safe. I'm sorry I never told you how I felt.

Simon struggled to turn onto his back. If he was going to die here, he would at least die facing the beast. He immediately wished that he hadn't, and he felt what bravery he had wash away at the sight of the creature bearing down upon him. It stooped over him and studied him through eyes filled with uncanny awareness. He could feel the heat of its putrid breath on his face. It was like the winds of hell billowing over him.

Behind its grotesque features, Simon could see something human in the creatures face, like it was aware of the fear it was causing. A wretched smile stretched across it's thin lips, and for a moment Simon dared to hope that the monster would leave him alone.

It didn't.

The last thing that Simon knew was the unbelievable agony of evisceration as the monster tore into his body. Once it was done with him, the blighted terror disappeared into the night, free to continue its blood-soaked reign unchecked.

Someone would have to deal with it, or the bodies would keep piling up.

Continue to ***Search for the Lair*** Pg. 3

Search for the Lair

WILDERNESS

Following tips from the locals, you're greeted by the serene sounds of a slow moving river. To the north, you hear water crashing against the rocks far below, and a rickety old bridge spans the chasm. The bridge doesn't seem safe to cross, but you need to find where this Blighted Terror is hiding.

NORTH

Setup

TILES
UM35, UM47,
UM53, UM55, UM59,

TERRAIN
1 x Long Obstructing
3 x Obstructing
3 x Dangerous

TOTEMS
1 x Blue
1 x Red
1 x Green

OBJECTIVES
1 x Blue

FIGURES
3 x Fragor
1 x Earth Loa
2 x Water Loa

CONTINUED ▶

Search for the Lair continued

WILDERNESS

End Conditions

WIN CONDITION:
An Adventurer finds and moves onto the Blue Exit.

Reward:
[redacted]
Continue to ***Crossing the River*** Pg. 5

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

PERILOUS BRIDGE:
If **2** figures occupy the Special Terrain spaces printed on **Tile UM59**, all of these Special Terrain spaces immediately become Dangerous Terrain spaces. All Combatants currently occupying Special Terrain spaces will Jump up to **2** spaces to land on the nearest unoccupied Normal Terrain space within Jumping range, making a Jump Check as normal. Then, all Adventurers must make a Jump Check to any unoccupied space using the normal rules for Jumping. If there is no space a figure can Jump to, or they fail their Jump Check, they are Defeated.

SLIPPERY ROCKS:
When a figure ends their movement on, or leaves a Special Terrain space printed on **Tile UM55**, they must make an **Agility 10** Check. If they fail, they must immediately move their figure **1** space towards the Current's edge and end their turn. Currents will move *Loot* tokens and figures through this space as though it was Water.

SLOW CURRENTS:
These Currents move figures and tokens **1** space. See ***Rulebook*** Pg. 22

Loot

LVL : COMMON

BLUE LOOT:
[redacted]

RED LOOT:
[redacted]

GREEN LOOT:
[redacted]

YELLOW LOOT:
[redacted]

Objectives

BLUE OBJECTIVE:
When an Adventurer enters a space adjacent to this token, read the following hidden text:

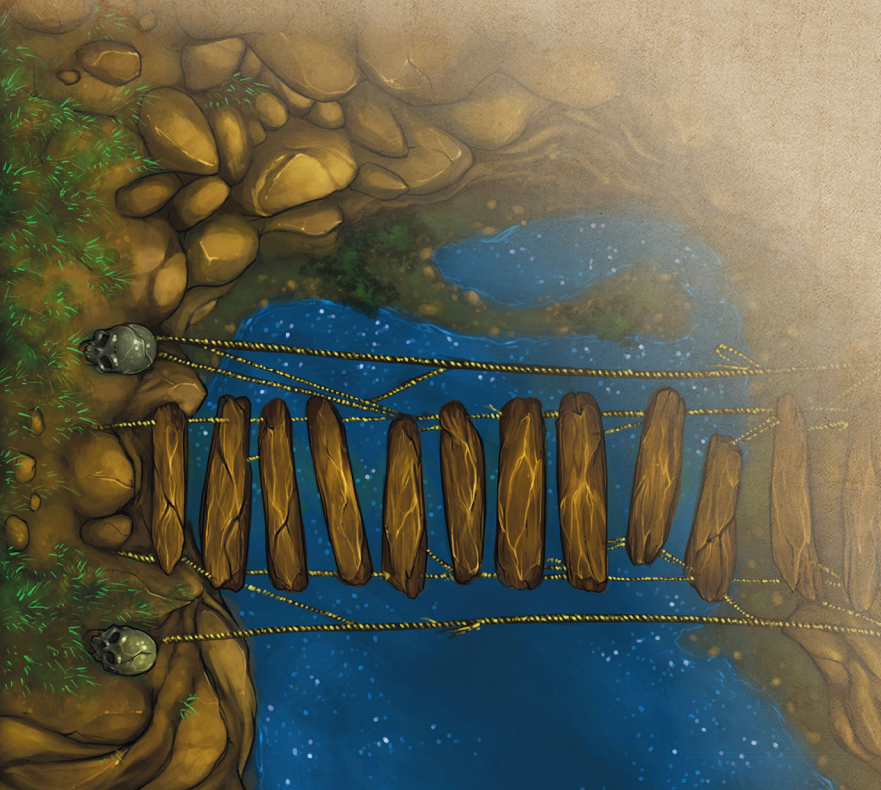
[redacted]

Totems

BLUE TOTEM:
[redacted]

RED TOTEM:
[redacted]

GREEN TOTEM:
[redacted]



Crossing the River

UNDERGROUND

You drop down, prepared for a fight. The eyes of Water Loas shine at you in the dark, and Earth Loas loom near the edge of the water. The room seems to be a dead end, but the water seems to be moving. It has to go somewhere...

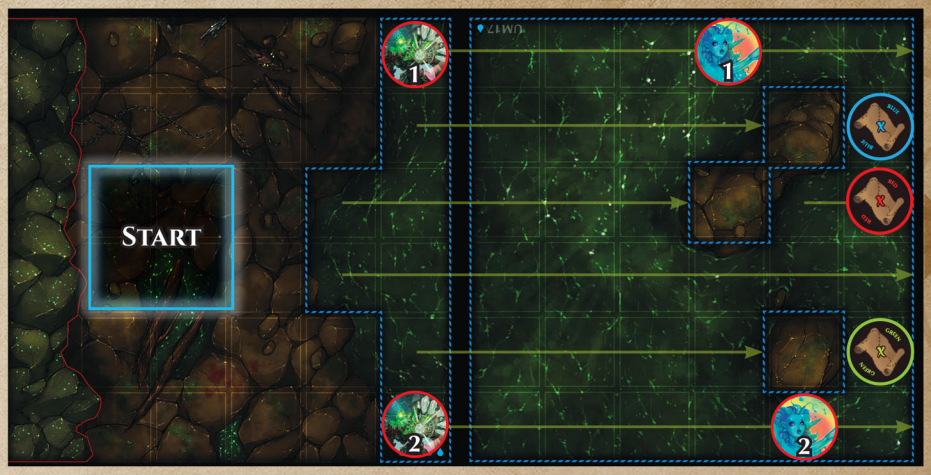
NORTH

Setup

TILES
UM17, UM19

OBJECTIVES
1 x Blue
1 x Red
1 x Green

FIGURES
2 x Earth Loa
2 x Water Loa



End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the Blue Exit.

Reward:
[redacted]
Continue to ***Blight Found!*** Pg. 6

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the currrent ***Story Round***

Special Encounter Rules

LOW CEILING:
The ceiling in this area is jagged and uneven. Flying would be too dangerous. Adventurers cannot use any Ability that would grant flying, in addition, if a figure has Flying as a passive ability, they lose this passive ability for this Encounter.

SLOW CURRENTS:
These Currents move figures and tokens **1** space. See ***Rulebook*** Pg. 22

Loot LVL : COMMON

BLUE LOOT:
[redacted]

RED LOOT:
[redacted]

GREEN LOOT:
[redacted]

YELLOW LOOT:
[redacted]

Objectives

BLUE/RED/GREEN OBJECTIVE:
These Objectives represent an area near the far rock wall that an Adventurer can swim underneath to access another chamber. While occupying the same space as one of these tokens, an Adventurer may make an Encounter Action to swim under the rock wall. If they do, read the following hidden text:

[redacted]

[redacted]

YELLOW OBJECTIVE:
This Objective represents an area near the far rock wall that an Adventurer can swim underneath to access another chamber. While on this token, an Adventurer may use an Encounter Action to swim under the rock wall. If they do, read the following hidden text:

[redacted]

Blight Found!

UNDERGROUND

You move through the passageway and find yourself in the depths of a horrible lair. The corpses of men and monsters litter the floor and the stench of death lingers in the air. A pit stands between you and your quarry. The Blighted Terror snarls at you, completely unafraid of your intrusion.

NORTH

Setup

TILES
UM3, UM7,
UM9, UM13

TERRAIN
4 x Long Dangerous
6 x Dangerous

OBJECTIVES
1 x Blue
1 x Red

FIGURES
2 x Animates
1 x Blighted Guardian
(Blighted Terror)

CONTINUED ▶

BLIGHT FOUND! CONTINUED

END CONDITIONS

WIN CONDITION:
The Blighted Terror is Defeated.

Reward:
Read the Special Encounter Rule ***Terrorizer.***
Continue to the current ***Story Round***

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
Restore Adventurers
Continue to the current ***Story Round***

SPECIAL ENCOUNTER RULES

BLIGHTED TERROR, MUTATED GUARDIAN:
When setting up this Encounter, Reveal **Large Hidden Card BP1** to access the Blighted Terror's Combatant card. This card will be used during this Encounter. The Blighted Terror is a named Blighted Guardian and uses the Blighted Guardian Initiative card and figure during this Encounter.

THE FALLEN:
Only read the following hidden text if instructed to:

Add the following Win Condition to the section below:

WIN CONDITION:
The Blighted Terror is Defeated.

Reward:
Restore Adventurers
Each party member Gains 1 XP.
Continue to the current ***Story Round***

THE SLAIN:
Only read the following hidden text if instructed to:

Add the following Win Condition to the section below:

WIN CONDITION:
The Blighted Terror is Defeated.

Reward:
Restore Adventurers
Each party member Gains 1 XP.
The party Gains 50 Gold.
Reveal **Medium Hidden Card BP3** and Gain the **Brute Serum** Relic.
Continue to the current ***Story Round***

TERRORIZER:
Only read the following hidden text when instructed to:

Do not continue to the current ***Story Round*** after reading this Special Encounter Rule. If the Blighted Terror was Defeated (i.e. Reduced to 0 Health Points), read the Hidden Text for **A**. Otherwise, read the Hidden Text for **B**.

A: The Blighted Terror screams as its skin tears at the edges. But the creature throws its mass, jaw and appendages so violently it cleaves to the side of the cage in attachment to a recoil by its death. Roll the **BLACK** if the is rolled, the Blighted Terror is Defeated by plummeting to its death and the players read the Special Encounter Rule **The Fallen**. Otherwise, the creature is able to crash itself back to the floor. Place the Blighted Terror on the nearest unoccupied space to the Dungeoneer Terror moved into. Then, if the Blighted Terror was moved into/up to an Adventurer, it snarls towards the Adventurer who knocked him into the pit. That Adventurer must make an **Agility** 12 Check. If they pass, they successfully dodge the slightest of the strikes, if they fail, they are struck into the dirt and Defeated.

B: The creature passes its side and lets out a scream so that nearby, a small plastic explosion on its back and the creature howls in pain. Its back splits open and the creature begins to mutate into something bigger and meaner. It looks like the Blighted Terror has a second form! Reveal **Small** and **Large Hidden Cards BP2** and Spawn the Blighted Brute Mutated Guardian on the space the Blighted Terror occupied. The Blighted is a 2x1 figure. Now, replace the Blighted Guardian Initiative card with the Blighted Brute Initiative card. Then, read the Hidden Text for the Blue/Red Objectives and the Special Encounter Rule **The Slain**.

KNOWING THE LAIR:
If an Adventurer ever moves onto Elevation **3**, the Blighted Terror may move from Elevation **1** to **3** for the duration of the Encounter, ignoring normal Elevation rules.

LOOT LVL : COMMON

BLUE LOOT:

There is no blue loot for you to gain. Do read the Blue/Red Objectives.

OBJECTIVES

BLUE/RED OBJECTIVE:
Only read the following hidden text if instructed to:

The horrible creatures transformation causes you pause. A dangerous roadway echo leaves from the side and heads until the floor of the cave. Rats and a cute cave bat catches the attention of creatures unpredictable dangers in the caverns, and to your dismay, 2 darkmade rats through the cave crossing an underground river ready to come crashing into the large chamber, and into the pits that dot the floor. Discard these tokens and their place tokens and figures according to **Diagram C**. Pg. 10. After placing these tokens, continue with this as normal.

Diagram A

Setup

TILES
UM15

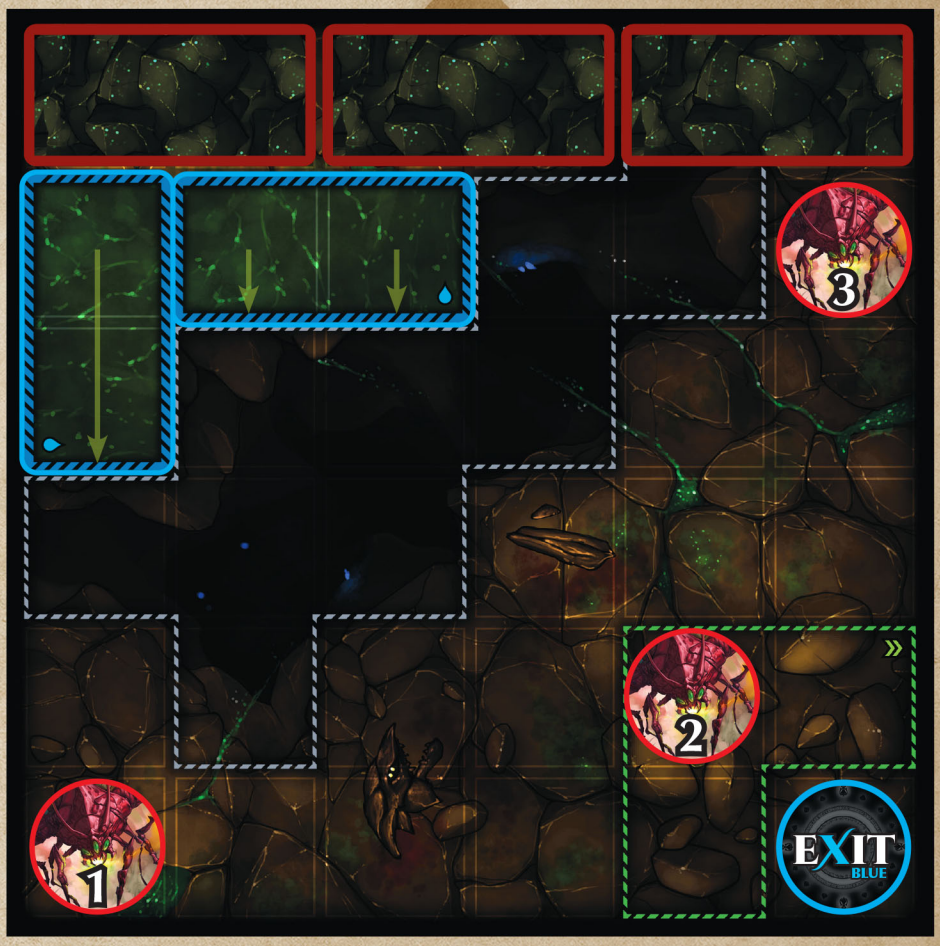
TERRAIN
3x Long Obstructing
1 x Long Water
1 x Water

OBJECTIVES
1 x Yellow

FIGURES
6 x Cave Sickles

Diagram B

UM15



Setup

TILES
UM9

TERRAIN
2 x Long Obstructing
2 x Long Water

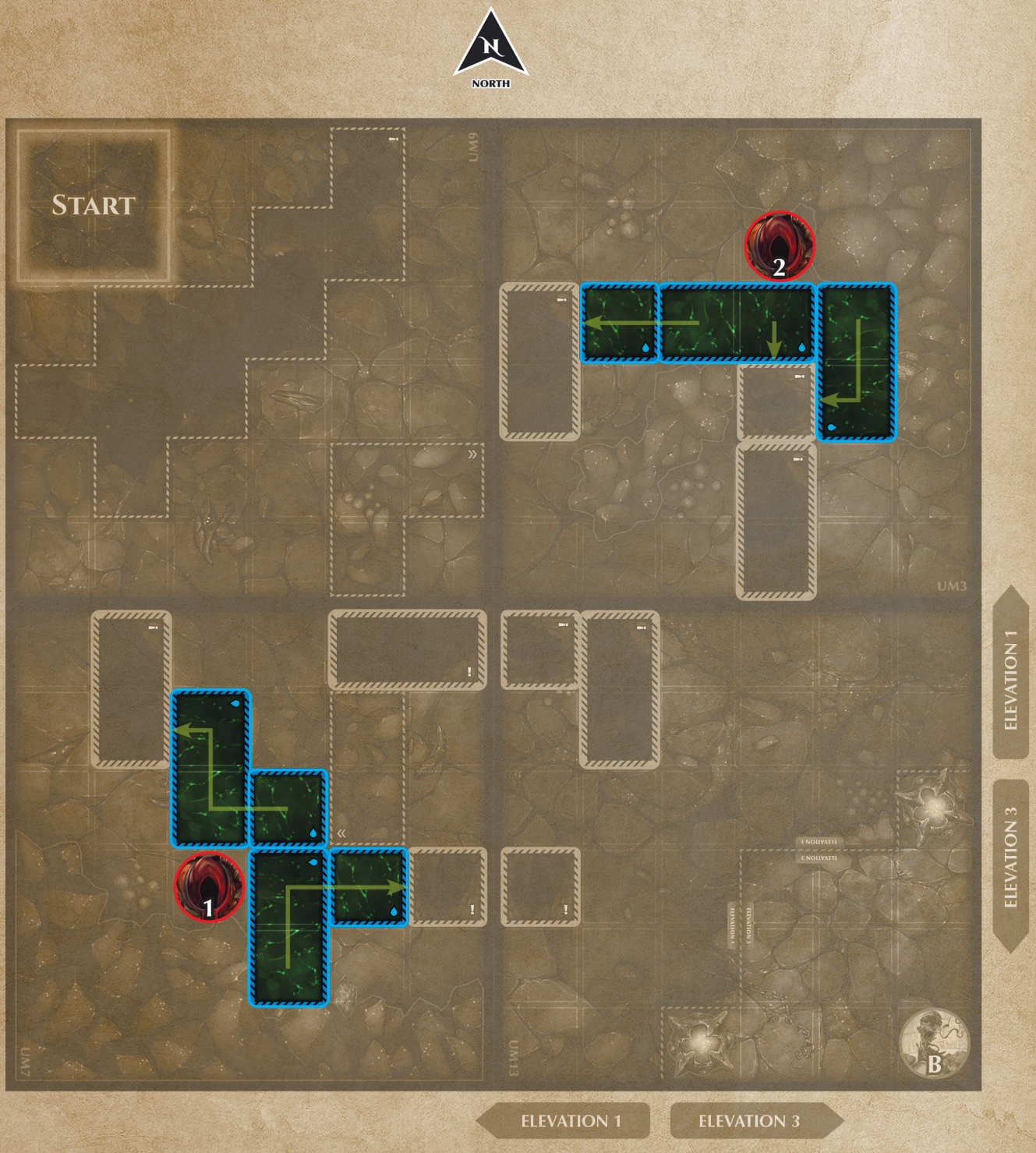
EXIT
1 x Blue

FIGURES
3 x Fragor

Special Encounter Rules

SHALLOW WATER: Figures may Jump from Water Terrain spaces on **Tile UM9**.

Diagram C



Setup

TERRAIN
4 x Long Water
3 x Water

Special Encounter Rules

SLOW CURRENTS: These Currents move figures and tokens **1** space. See ***Rulebook*** Pg. 22.

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